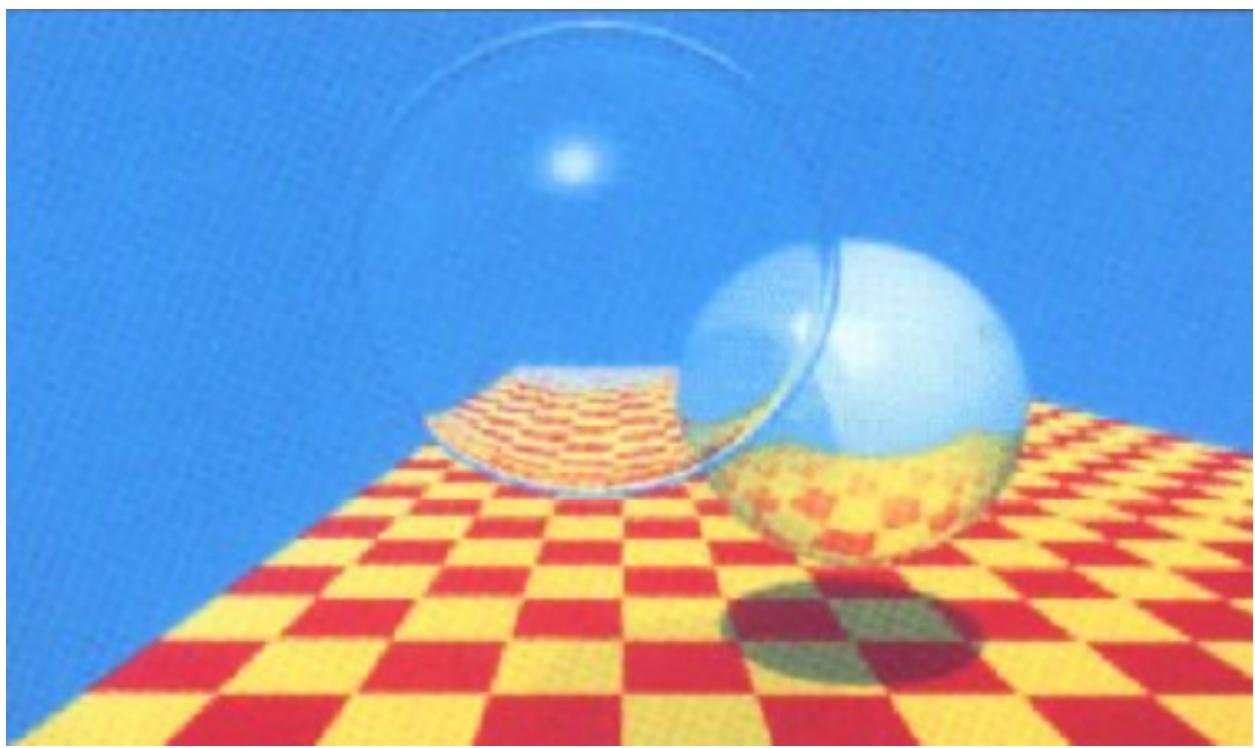
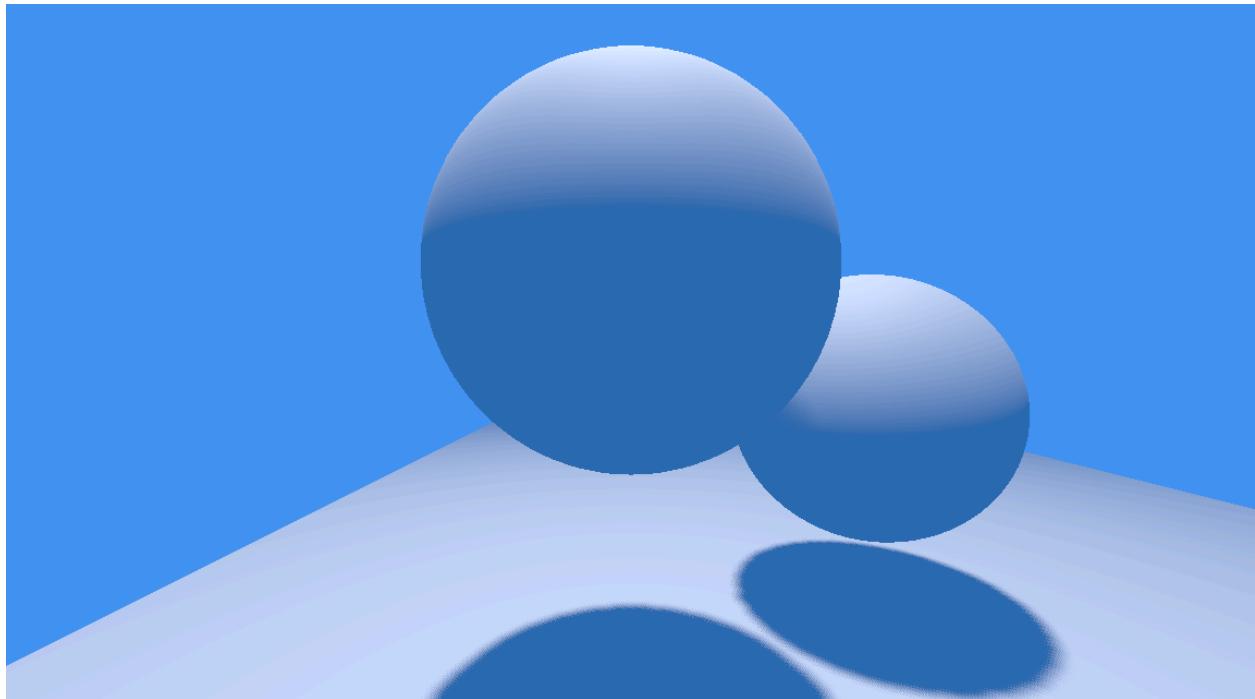


Rendering & Template

Created in Godot 4.5



Parameters of Objects

- Floor
 - Position: (0.5, 0.0, -0.5)
 - Size: (3.0, 0.0, 3.0) (Plane, so no y-size)
- First Sphere (Closest to Camera)
 - Position: (0.0, 0.6, 0.9)
 - Radius: 0.25m
- Second Sphere
 - Position: (0.45, 0.4, 0.6)
 - Radius: 0.25m
- Light Source (Spotlight)
 - Position: (0.0, 4.0, 1.0)
 - Rotation: (-90.0, 0.0, 0.0)
 - Range: 20m
- Camera
 - Position: (0.0, 0.5, 1.5)
 - Lookat/Rotation: (0.0, 0.0, 0.0)